WHAT IS CLAIMED IS:

1. An apparatus for providing a messenger service, comprising:

a client terminal for requesting presence attribute data to be updated from a server when it is reconnected to the server having been previously connected to

5   the client terminal to perform the messenger service, and updating presence attribute data stored at a time of a previous connection upon receiving the presence attribute data to be updated from the server; and

a server for receiving a presence attribute data request to be updated from the client terminal, and transmitting only updated presence attribute data, created

10   after releasing the previous connection, from among current presence attribute data to the client terminal.

2. The apparatus as set forth in claim 1, further comprising:

a presence attribute database(DB) connected to the server to store presence attributes for the messenger service.

15   3. The apparatus as set forth in claim 1, wherein the client terminal creates a synchronization key value composed of a session ID, a client ID, and a transaction ID stored at a connection release time, and transmits the created synchronization key value to the server   such   that the client terminal requests from the server presence attribute data to be updated from among current stored

20   presence attribute data.

4. The apparatus as set forth in claim 3, wherein:

the session ID is a unique ID of a previous connection between the server

and the client terminal, the client ID is a unique ID of the client terminal storing the presence attribute data, and the transaction ID is an ID of the last transaction by which one request signal and one response signal were communicated between the client terminal and the server before the connection release time.

5   5. An apparatus for providing a messenger service, comprising:

a client terminal for creating a synchronization key value composed of current stored session ID and client ID, and an ID of a transaction completed during a communication between the server and the client when the client is reconnected to a server having been previously connected to the client terminal

10   to perform the messenger service, requesting presence attribute data to be updated using the created synchronization key value from the server, and updating presence attribute data stored at a previous connection time upon receiving presence attribute data to be updated from the server;

a server for receiving the synchronization key value from the client

15   terminal, comparing presence attribute data stored in response to the synchronization key with current presence attribute data when a predetermined synchronization key value equal to the synchronization key value is detected, reading updated presence attribute data, and transmitting only the updated presence attribute data to the client terminal; and

20   a presence attribute DB connected to the server to store presence attributes for the messenger service.

6. The apparatus as set forth in claim 5, wherein:

the session ID is a unique ID of a previous connection between the server and the client terminal, the client ID is a unique ID of the client terminal storing

the presence attribute data, and the transaction ID is an ID of the last transaction by which one request signal and one response signal were communicated between the client terminal and the server before the connection release time.

7. The apparatus as set forth in claim 6, wherein the server, if a synchronization
5   key equal to the received synchronization key is stored in the presence attribute DB, compares current presence attribute data with the last valid presence attribute data stored in response to the synchronization key at a time of a connection release between the server and the client terminal to determine if there is at least one updated field, reads the updated field, includes the updated
10   field in a response data field to a presence attribute request, and transmits it to the client terminal.

8. The apparatus as set forth in claim 7, wherein the server transmits data indicative of a null status to the response data field when there is no updated presence attribute data.

15   9. A method for synchronizing presence attribute data between a client terminal and a server in an apparatus composed of the client terminal and the server providing the client terminal with a messenger service, comprising the steps of:
     a) if the client terminal is reconnected to the server having been
20   previously connected to the client terminal to perform the messenger service, controlling the client terminal to request presence attribute data to be updated by the server;
     b) upon receiving a presence attribute data request to be updated from the

client terminal, controlling the server to transmit to the client terminal only updated presence attribute data, created after releasing the previous connection, from among current presence attribute data; and

c) controlling the client terminal to update presence attribute data stored at a time of a previous connection upon receiving presence attribute data to be updated from the server.

10. The method as set forth in claim 9, wherein step (a) further includes the step of:

a1) controlling the client terminal to create a synchronization key value composed of a session ID, a client ID, and a transaction ID stored at a connection release time, and transmitting the created synchronization key value to the server.

11. The method as set forth in claim 9, wherein the session ID is a unique ID of a previous connection between the server and the client terminal, the client ID is a unique ID of the client terminal storing the presence attribute data, and the transaction ID is an ID of the last transaction by which one request signal and one response signal are communicated between the client terminal and the server before the connection release time.

12. A method for synchronizing data between a client terminal and a server in an apparatus composed of the client terminal and the server providing the client terminal with a messenger service, comprising the steps of:

a) controlling the client terminal to create a synchronization key value composed of current stored session ID and client ID, and an ID of a transaction normally completed during a communication time between the server and the

client when the client terminal is reconnected to the server having been previously connected to the client terminal to perform the messenger service, and requesting from the server presence attribute data to be updated using the created synchronization key value;

5   b) controlling the server to receive the synchronization key value from the client terminal, compare presence attribute data stored in response to the synchronization key with current presence attribute data when a predetermined synchronization key value equal to the synchronization key value is detected, read updated presence attribute data, and transmit only the updated presence

10   attribute data to the client terminal; and

        c) controlling the client terminal to update presence attribute data stored at a previous connection time upon receiving the presence attribute data to be updated from the server, and synchronize the updated presence attribute data with data of the server.

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